TOT260 6T45A860

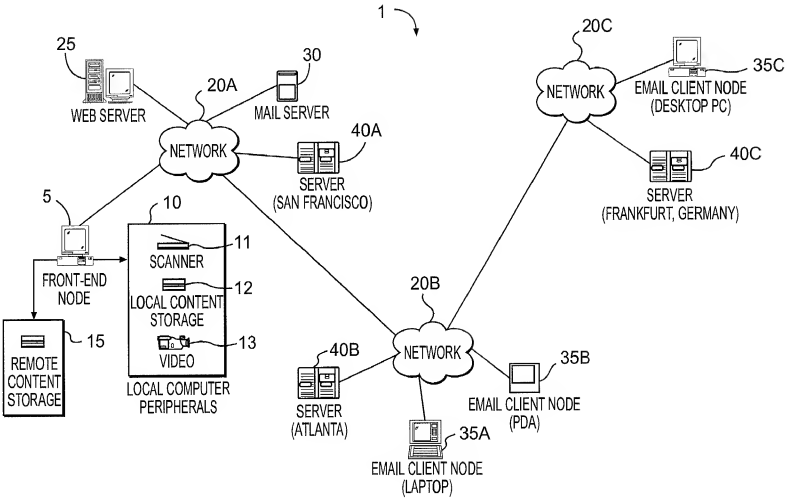


FIG. 1A

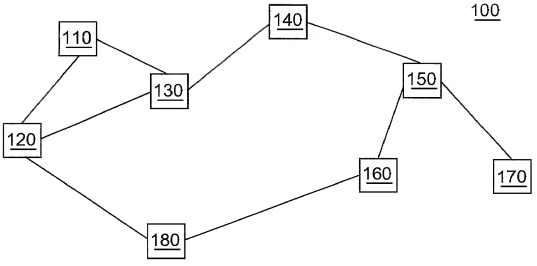

100
110
140
130
150
120
160
170
180

FIG. 1B

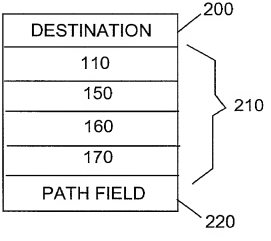

DESTINATION
110
150
160
170
PATH FIELD
200
210
220

FIG. 2

300

DYNAMIC ROUTING TABLE		
ROUTE	HOPS	GOODNESS
110 VIA120	2	.1
120 VIA120	1	.6
130 VIA120	2	.4
140 VIA120	3	.8
150 VIA120	4	.2
160 VIA120	5	.1
170 VIA120	5	.9
110 VIA160	5	1
120 VIA160	5	.3
130 VIA160	4	0
140 VIA160	3	.2
150 VIA160	2	.5
160 VIA 160	1	.5
170 VIA 160	3	.3

FIG. 3

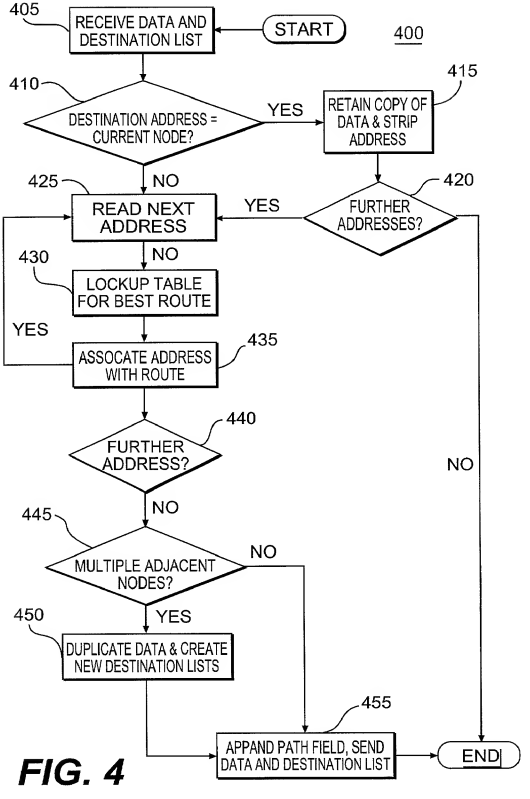

405
RECEIVE DATA AND DESTINATION LIST
START
400
410
DESTINATION ADDRESS = CURRENT NODE?
YES
415
RETAIN COPY OF DATA & STRIP ADDRESS
NO
425
READ NEXT ADDRESS
YES
420
FURTHER ADDRESSES?
NO
430
LOCKUP TABLE FOR BEST ROUTE
YES
435
ASSOCATE ADDRESS WITH ROUTE
440
FURTHER ADDRESS?
NO
NO
445
MULTIPLE ADJACENT NODES?
NO
YES
450
DUPLICATE DATA & CREATE NEW DESTINATION LISTS
455
APPAND PATH FIELD, SEND DATA AND DESTINATION LIST
END

FIG. 4

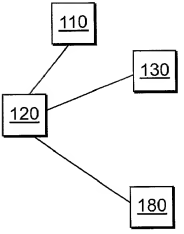


FIG. 5A

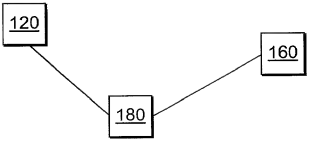


FIG. 5B

610

DYNAMIC ROUTING TABLE		
ROUTE	HOPS	GOODNESS
110 VIA 110	1	.1
130 VIA 130	1	.2
180 VIA 180	1	.1

FIG. 6A

620

DYNAMIC ROUTING TABLE		
ROUTE	HOPS	GOODNESS
120 VIA 120	1	.6
160 VIA 160	1	.5

FIG. 6B

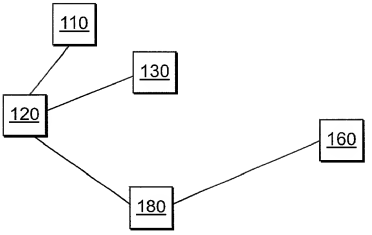


FIG. 7

610

DYNAMIC ROUTING TABLE		
ROUTE	HOPS	GOODNESS
110 VIA 110	1	.1
130 VIA 130	1	.2
180 VIA 180	1	.1
160 VIA 180	2	.6

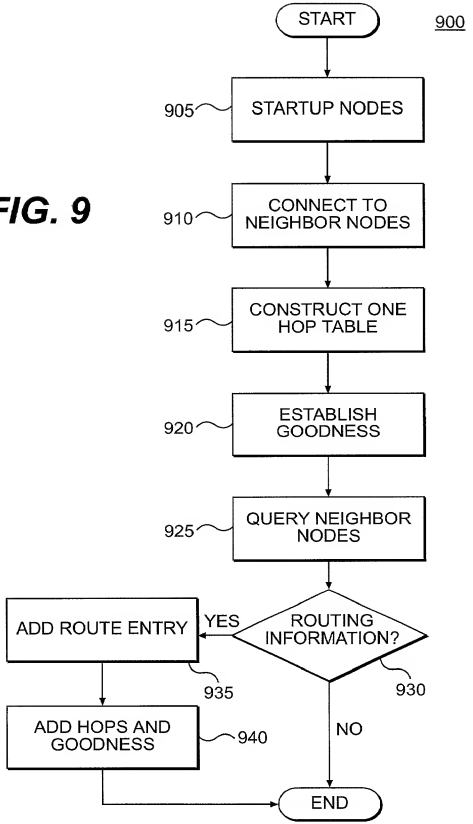
FIG. 8A

620

DYNAMIC ROUTING TABLE		
ROUTE	HOPS	GOODNESS
120 VIA 120	1	.1
160 VIA 160	1	.5
110 VIA 120	2	.2
130 VIA 120	2	.3

FIG. 8B

FIG. 9


START
900
905
STARTUP NODES
910
CONNECT TO NEIGHBOR NODES
915
CONSTRUCT ONE HOP TABLE
920
ESTABLISH GOODNESS
925
QUERY NEIGHBOR NODES
ROUTING INFORMATION?
YES
ADD ROUTE ENTRY
935
930
NO
ADD HOPS AND GOODNESS
940
END

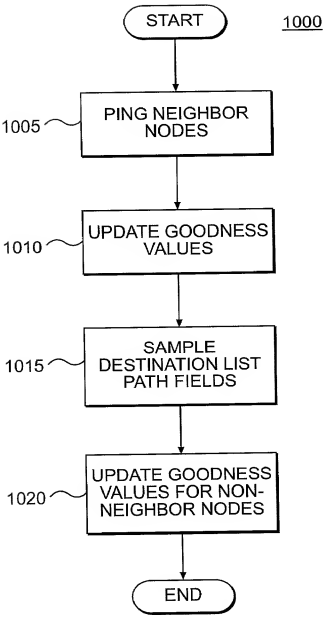

START
1000
1005
PING NEIGHBOR NODES
1010
UPDATE GOODNESS VALUES
1015
SAMPLE DESTINATION LIST PATH FIELDS
1020
UPDATE GOODNESS VALUES FOR NON-NEIGHBOR NODES
END

FIG. 10